window. The secondary unit may still further include a second controller separate from the first controller, the second controller operatively coupled to the first motor and to the numeric display. The second controller may be configured to, in response to the bonus information received from the first controller, cause the first motor to repeatedly move the first object during a time period such that the depth of the image of the first object changes relative to the depth of the image of the second object. The second controller may be additionally configured to, in response to the bonus information received from the first controller, cause the numeric display to display changing numbers during the time period. The second controller may be further configured to cause the first motor to stop the first object at an ending position after the time period, and to cause the numeric display to display an ending number after the time period.

[0008] Additional aspects of the invention will be apparent to those of ordinary skill in the art in view of the detailed description of various embodiments, which is made with reference to the drawings, a brief description of which is provided below.

BRIEF DESCRIPTION OF THE DRAWINGS

[0009] **FIG. 1** is a block diagram of an embodiment of a gaming system;

[0010] **FIG. 2** is a perspective view of an embodiment of one of the gaming units shown schematically in **FIG. 1**;

[0011] **FIG. 2A** illustrates an embodiment of a control panel for a gaming unit;

[0012] **FIG. 2B** illustrates an embodiment of a display unit for a gaming unit;

[0013] **FIG. 3** is a block diagram of the electronic components of a gaming unit of **FIG. 2**;

[0014] **FIG. 4** is a flowchart of an embodiment of a main routine that may be performed during operation of one or more of the gaming units;

[0015] **FIG. 5** is a flowchart of an alternative embodiment of a main routine that may be performed during operation of one or more of the gaming units;

[0016] **FIG. 6** is an illustration of an embodiment of a visual display that may be displayed during performance of the video poker routine of **FIG. 8**;

[0017] **FIG. 7** is an illustration of an embodiment of a visual display that may be displayed during performance of the video blackjack routine of **FIG. 9**;

[0018] **FIG. 8** is a flowchart of an embodiment of a video poker routine that may be performed by one or more of the gaming units;

[0019] **FIG. 9** is a flowchart of an embodiment of a video blackjack routine that may be performed by one or more of the gaming units;

[0020] **FIG. 10** is an illustration of an embodiment of a visual display that may be displayed during performance of the slots routine of **FIG. 12**;

[0021] **FIG. 11** is an illustration of an embodiment of a visual display that may be displayed during performance of the video keno routine of **FIG. 13**;

[0022] **FIG. 12** is a flowchart of an embodiment of a slots routine that may be performed by one or more of the gaming units;

[0023] **FIG. 13** is a flowchart of an embodiment of a video keno routine that may be performed by one or more of the gaming units;

[0024] **FIG. 14** is an illustration of an embodiment of a visual display that may be displayed during performance of the video bingo routine of **FIG. 15**;

[0025] **FIG. 15** is a flowchart of an embodiment of a video bingo routine that may be performed by one or more of the gaming units;

[0026] **FIG. 16** is a block diagram of one embodiment of a secondary display unit of a gaming unit;

[0027] **FIG. 17** is a flowchart of an embodiment of a routine that may be performed by the secondary display controller shown schematically in **FIG. 16**;

[0028] **FIG. 18** is an illustration of one embodiment of a numeric display that may be included in the secondary display unit;

[0029] **FIG. 19** is a block diagram of one embodiment of a moveable object and associated components that may be included in the secondary display unit;

[0030] **FIG. 20** is a flowchart of an embodiment of another routine that may be performed by the secondary display controller;

[0031] **FIG. 21** is a block diagram of another embodiment of a secondary display unit; and

[0032] **FIG. 22** is a block diagram of yet another embodiment of a secondary display unit.

DETAILED DESCRIPTION OF VARIOUS EMBODIMENTS

[0033] Although the following text sets forth a detailed description of numerous different embodiments of the invention, it should be understood that the legal scope of the invention is defined by the words of the claims set forth at the end of this patent. The detailed description is to be construed as exemplary only and does not describe every possible embodiment of the invention since describing every possible embodiment would be impractical, if not impossible. Numerous alternative embodiments could be implemented, using either current technology or technology developed after the filing date of this patent, which would still fall within the scope of the claims defining the invention.

[0034] It should also be understood that, unless a term is expressly defined in this patent using the sentence "As used herein, the term '_____' is hereby defined to mean . . . " or a similar sentence, there is no intent to limit the meaning of that term, either expressly or by implication, beyond its plain or ordinary meaning, and such term should not be interpreted to be limited in scope based on any statement made in any section of this patent (other than the language of the claims). To the extent that any term recited in the claims at the end of this patent is referred to in this patent in a manner consistent with a single meaning, that is done for sake of clarity only so as to not confuse the reader, and it is not